

COMPUTER CONTROLLED USER INTERACTIVE DISPLAY INTERFACE  
IMPLEMENTATION FOR MODIFYING THE SCOPE OF SELECTIVITY  
OF AN ON-SCREEN POINTER

Abstract

5       visualizing and modifying the scope of the on-screen pointed, e.g. mouse controlled cursor. The user is enabled to readily modify the scope of his on-screen pointer to a scope which is optimum for any particular icon selection tasks and functions. There is provided a  
10      scope of display screen area adjacent said moving pointer within which scope said items are enabled for user selection, and an implementation for enabling a user to interactively modify the scope of said moving pointer. The scope may modified by exposing the normally hidden  
15      scope of the pointer and then using the pointer itself to modify the scope. Upon the completion of the modification, the scope may be returned to its hidden state.

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